SNSP - N8 - UKV

# MR NUTZ™

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

INSTRUCTION BOOKLET

ocean

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# MR NUTZ™

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It's cold. It's really, really cold. And y'know what? it's getting colder. The whole world is being cocooned in ice and snow by the Yeti - a gruesome beast with an icicle for a heart and quite appallingly bad breath. His plan is to create and rule a new frozen kingdom here on earth. Thankfully, Mr Nutz, SuperSquirrel, is about to turn up the heat.

Only he can prevent a new and permanent ice age. To help him on his way he's got a lotta Nutz, a lotta gutz and one enormous tail.

The first step for Mr Nutz is to get past the Yeti's freezer full of cold blooded helpers - all willing to lay down their lives to shield their monstrous boss. And that's the easy bit.

Mr Nutz's ultimate challenge is to defeat the Yeti himself in a desperate fight to the finish. The temperature's dropping, but the heat is most definitely on.

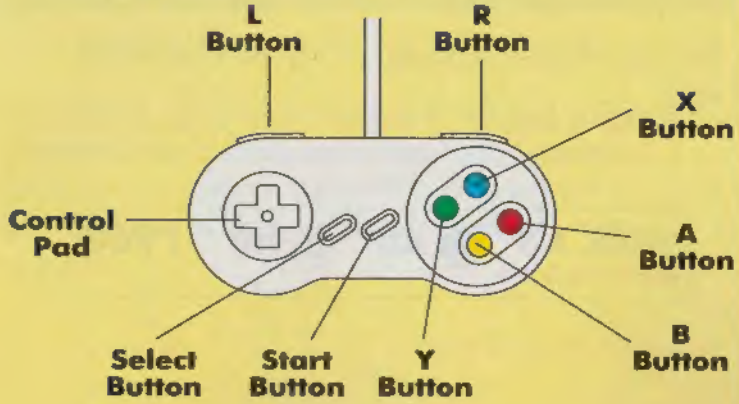


# LOADING

Make sure that the power to your Super NES is switched off. Insert the Game Pak, then switch the power on.
If you are playing for the first time, just press the START button to start. If you wait a demonstration will run. Press any key to return to the game.

# OPTIONS SCREEN

On loading you will be presented with the following Options Screen:
**PLAYERS:** You may select your number of lives from 1-6.
**ENERGY:** You may select the number of energy points from 1-5 to make the game easier or harder.
**CONTROL:** You may select your controls from the following list:



| | JUMP | SHOOT | RUN |
|---|---|---|---|
| BUTTONS | B / A | Y | X |
| BUTTONS | A / B | X / Y | AUTO |
| BUTTONS | X / Y | B / A | AUTO |
| BUTTONS | A | Y / B | X |
| BUTTONS | X | Y / B | A |
| BUTTONS | A / B | X | Y |

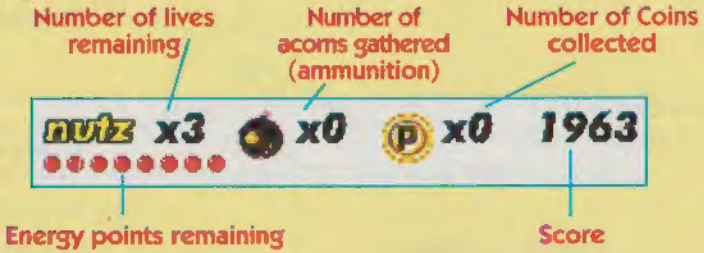
Mr. Nutz has a highly effective secret weapon - his tail. By flicking it to the left or right, he can batter his enemies with a single swipe. To do this use your chosen SHOOT button while you are crouching down. (Press down on the Control-Pad).

**SOUND:** NONE, STEREO, MONO
**LANGUAGE:** ENGLISH OR FRENCH
**EXIT:** This option takes you back to the main menu.

To make your selections move the cursor using the Control Pad and Press START to implement.

# STATUS PANEL

The following is displayed on screen from left to right:






# LIVES

Mr. Nutz is special - after all he needs to be - so he has THREE lives to start the game with. He only loses a life when he is touched by his enemies three times. On the other hand, he can gain extra lives throughout the game too. For instance, he will get an extra life when you score 3,000, 10,000, 60,000 and 100,000 points.

# SCORING

So how do you score the point? Easy - by picking up the magic coins that are strewn all over the ground at every stage of the game. Each of these coins is worth 50 points.

At each game level, if you're successful in collecting all the available coins, you will have achieved a perfect score. Better still, when you get a perfect score, Mr. Nutz gets another life.

In addition, you will win between 50 and 100 points whenever you defeat one of Mr. Nutz's enemies. Every time you score 500 points, you will be awarded bonus Energy Points to give you more strength.

# STAGE CLEAR

At the end of each level the following will be displayed on screen:-

**TIME BONUS:** Time remaining x 50 points

**COIN BONUS:** Number of Coins collected x 100 points

**SKILL BONUS:** Number x 500 points

**TOTAL COINS:** The total number of coins collected.

**SCORE:** Total Bonus points collected.

The percentage and number of coins collected will also be shown.

# GAMEPLAY

**STAGE ONE** Not a good start. It's dark, you're lost in a

forest and you haven't got any batteries for your torch. Come to think of it, you haven't got a torch. Things don't look good. Every shadow is a fearsome foe, every sound could signal your doom. Fight through the darkness, battle past the creepies and then have a go at the crawlies. There's more than one way out but in the dark, none of them are obvious and whichever way you turn you're bound to bump into Mr Spider (no one's ever dared ask him his first name), the eight-legged terror that rules the wood and must be destroyed.



**STAGE TWO** Another day, another chance to risk your life.

The morning light reveals trees so high they seem to disappear amongst the clouds. You, of course, have to climb to the top. Once you're up there ignore the dizzy spells and the nose bleeds (you're a squirrel for goodness sake, you should be used to this sort of thing), take a leap of faith and spring from branch to branch, each one bending until you're sure it will snap. You're heading for a clearing where you'll find a cottage. All that remains is to get inside. A key might be a good idea at this point.

**STAGE THREE** You made it into the cottage, but the door's

slammed shut and now you can't get out. Your only escape is through a hidden passage leading to the Volcano Underpass. OK it doesn't sound like the sort of place you want to visit but who said saving the world was going to be a laugh? Before you go, take a sip of that magic potion you found, you're going to need it. Unfortunately, the secret passage looks (and indeed smells) suspiciously like the kitchen wastepipe so you'll have to get through some unspeakable gunge to make any progress.

**STAGE FOUR** Molten lava flows like a river, noxious gases burn your lungs. Welcome to the Volcano Underpass. You have to worm your way through this stifling labyrinth before you can breathe fresh air again only there's a gruesome looking thing the size of an office block guarding the exit who believes that breathing is a luxury you can do without.

**STAGE FIVE** Down these mean streets a squirrel must walk. And oh boy are these streets mean. They don't look dangerous, it's carnival time and jugglers and clowns are everywhere, but everything is not what it seems. Some of these guys are so funny you could die laughing and the Clown prince at the end of the level is just dead funny.

**STAGE SIX** The world has never been colder but the action's never been hotter as you close in on the frozen kingdom of the Yeti himself - he's huge, he's hungry and he's having a bad hair day. This is the final showdown. Win it and you go down in history, lose it and you are history.

# PICKUPS

The following items may be collected to assist you in your adventure:-

**ACORNS** - These provide you with ammunition.

**COINS** - Collect 50 gold coins for an extra energy point.

**FLASK** - Collect this and you will be invincible for a short time.

**EXTRA LIFE**: There are extra lives in some levels.

**EXTRA ENERGY**: This will give you extra energy points.

# CONTINUES

To continue the game at the last level played, press START before the counter reaches zero.

# HINTS AND TIPS

* Look in the least likely places.

* When jumping on an enemy, you can jump a lot higher when you keep your finger on the jump button.

* Don't forget to use your tail!

* Don't hesitate to use the acorns you have collected.

* Use enemies to reach unreachable platforms.

* It is advisable to run in certain places, whilst in others it is better to walk!

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